

Frisbee Four Game

Background:

This game was developed during the Rolling Hills October 8, 2015, roundtable by participants in the Cub Scout breakout.

Objective:

Get four paper plates in a row diagonally or in straight line on the game board (similar to Connect Four).

Setup:

Using blue painter's tape, tape a checkerboard pattern on the floor as large as desired. The game was developed with a checkerboard pattern that was 5 squares wide by 5 squares tall. The playing pieces were two different colored sets of paper desert plates.

Rules:

Divide your group into two teams. Each team takes turn tossing their plates into squares on the board. Plates must land more than half-way into a square for it to be considered a successful throw into the square. Plates that land on another plate do not count and the turn is over. Players tossing the plates must stand 2-3 feet away from the board when they perform their toss.

Variations:

- Move players closer or further away from the board.
- Use bean bags instead of plates.
- Adjust the size (number of squares) of the game board and the number of plates to win.